RAHUL KUMAR

Full Stack XR Developer

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📍 Hanumangarh , Rajasthan

SUMMARY

Full Stack XR Developer skilled in Unity3D, VR/AR, Python, ML, and OpenCV. Built a VR photogrammetry system for scanning and interacting with real-world objects in virtual environments, and a VR live feed app with real-time visual enhancements. Experienced in immersive design and software development, delivering solutions from prototypes to production-ready XR applications.

PROJECTS

Unity Project

- **VR Photogrammetry -**Developed and implemented a VR-based photogrammetry workflow to generate 3D meshes of real-world objects, enabling interactive manipulation within the virtual environment.
- **VR/Desktop Drone Controller** – Built a drone controller game during my internship, enabling control via both desktop and VR inputs. Developed the core logic independently and utilized free Unity assets to support development, focusing on real-time control and immersive interaction.

EDUCATION

Bachelor of Technology in Mechanical Engineering

IIT Mandi

📅 08/2023 - 08/2027   📍 Mandi, India

LANGUAGES

English
Proficient
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Hindi
Native
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EXPERIENCE

Research Intern, ACS Lab – IIT Mandi

📅 12/2024 - 02/2025

🔗 http://www.acslab.org/

Developed a VR/Desktop drone controller game in Unity, writing core control logic for both desktop and VR inputs and integrating free Asset Store packages.

SDE Intern (Unity) – VR Live Feed Application – Glimpse Tech

📅 Date period

🔗 https://www.linkedin.com/company/glimpse-tech/

Developed a full-stack VR application in Unity, integrating OpenCV for real-time camera feed processing with dynamic visual enhancements and optimized, low-latency performance on Android VR headsets.

SKILLS

Unity   C#   Level Design

Gameplay Scripting   3D Modeling

Ar/Vr   Game Mechanics   Python

C++   fastAPI   Flask

Photogrammetry   blender

animation